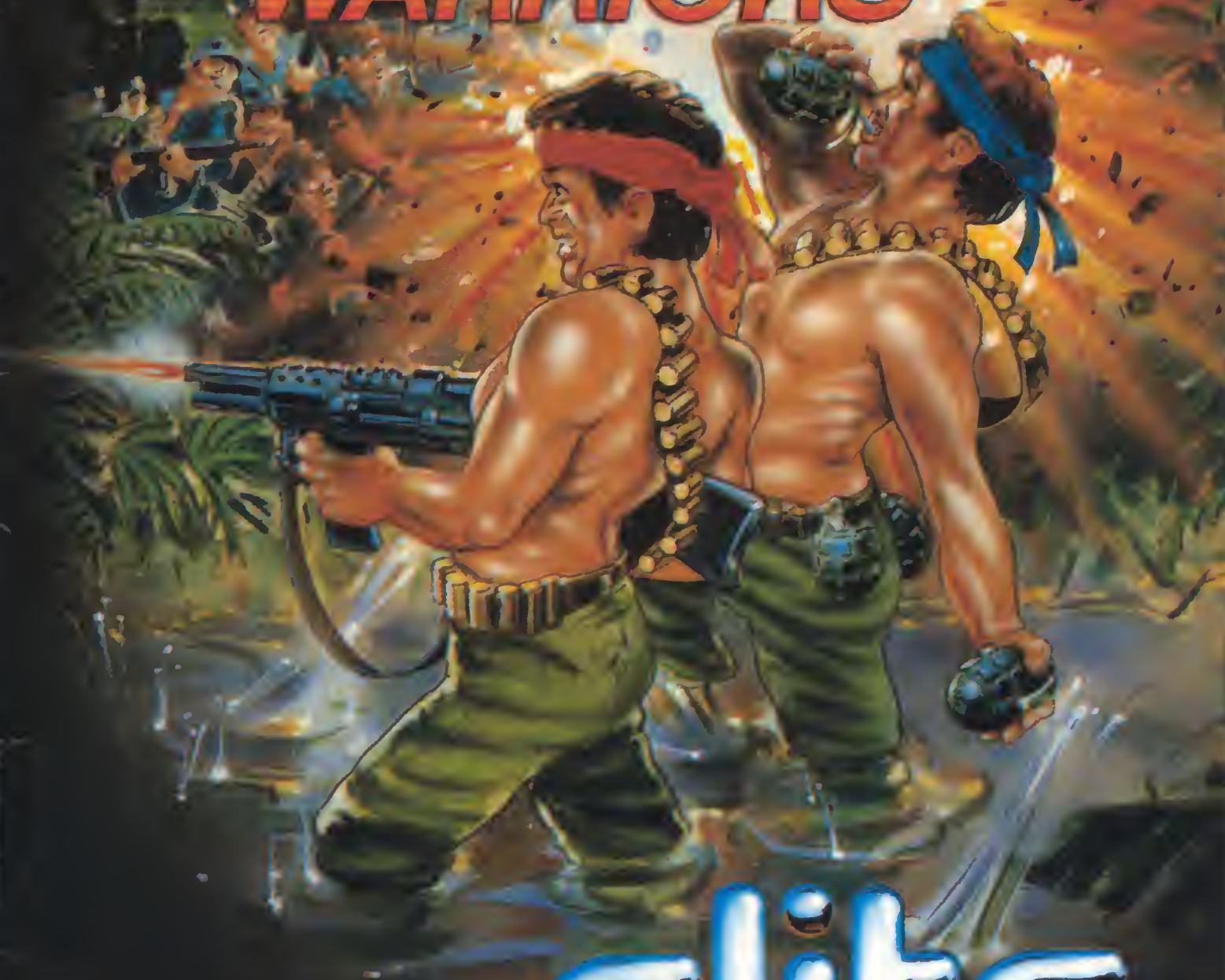


# IKARI WARRIORS



EmuMovies

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elite



# IKARI WARRIORS

General Alexander Bonn, C.I.F. US forces in Central America, has been seized by a band of revolutionaries and held captive in his own headquarters. Before his final capture he relayed a mayday which you and your buddy picked up.

Your plane crashlands in the dense jungle some distance from the headquarters. After deciding whether to go it alone or attempt the rescue together you set off. You are deep in guerilla territory. On all sides gather trained marksmen and combateers, determined to stop you. It soon becomes apparent that you lack the supplies to win, but win through you must.

Ambush enemy tanks and use them yourself. Collect fuel and grenades left by the enemy as they retreat. Show no mercy, for you are the Ikari Warrior.

## Loading Instructions

Spectrum 48K (cassette) – Load ""

Spectrum 128K (cassette) – Load "" in 48K mode

Spectrum +3 (disc) – Use loader

Amstrad/Schneider (cassette) – Run "elite"

Amstrad/Schneider (disc) – Run elite

Commodore C64/128 (cassette) – Shift and Run Stop

Commodore C64/128 (disc) – Load "", 8, 1

Commodore C16 – Load "elite"

Atari ST – Reset computer and insert disc. Game will then Auto boot.

IBM PC + Compatibles – Two (2) 5¼" floppy discs are included: PROGRAM disc and EGA disc. The PROGRAM disc supports CGA graphics and requires 256K main memory, standard CGA graphics, and RG8 monitors. The EGA disc supports standard EGA graphic cards with EGA monitors.

## Loading

- \* The PROGRAM disc is self-booting. Place disc into disc drive and turn system on.
- \* For EGA, remove the PROGRAM disc after loading is completed. Insert EGA disc into disc drive and press RETURN.
- \* For A and B disc drives, place the PROGRAM disc into Drive A and turn system on. Once loading is complete, place the EGA disc into Drive B and press RETURN.



## Playing Instructions

You may choose either one or two players. To fire a bullet press the fire button/key. To throw a grenade or get into a tank, hold down the fire button/key.

There are two modes on all versions (except C16 and IBM PC + compatibles).

- A) You fire in the direction you are moving
- B) You fire in a fixed direction.

*Spectrum* (keyboard or most joysticks)

Player 1/2: Move and fire – joystick or redefinable keys.  
Change mode – redefinable key

*Amstrad/Schneider*

Player 1/2: Move and fire – joystick or redefinable keys.  
Change mode – redefinable keys

*Commodore 64/128* (keyboard and joystick)

Player 1: Move and fire – joystick port 1  
Change mode – keys RUN/STOP or COMMODORE  
Player 2: Move and fire – joystick port 2  
Change mode – keys “=” or “↑”

Enter during title screen

F1 = 1 player game

F3 = 2 player game

Fire = assume last command

Enter during the game

Q = pause

Q followed by @ ends game

F5 = toggle music through music + sound FX  
mute  
music  
sound FX

*Commodore C16* (joystick only)

Player 1: Move and fire – joystick port 1

Player 2: Move and fire – joystick port 2

*Atari ST*

Enter 1 for player one

Enter 2 for player two

Player 1 uses joystick port 1

Change mode key = space bar

Player 2: uses joystick port 0

Change mode = enter key

F1 restarts game

F2 pauses game

*IBM PC + compatibles*

Joystick controls

Joystick Controls all movements

Button 1 Used for firing bullets and tank shells

Button 2 Used for throwing grenades and entering/exiting tank.

Keyboard Controls

Pgup Move up/right

Pgdn Move down/right

Home Move up/left

End Move down/left

Up-arrow Move up

Down arrow Move down

Right arrow Move right

Left arrow Move left

Spacebar Stop movement

'Z' key Fire bullets and tank shells

'X' key Throw grenades and entering/exiting tank

'C' key Second bullet fire button

Miscellaneous Keys:

'M' key Toggle music on/off

'S' key Toggle sound on/off

'Q' key Quit game

ESC key Pause game

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Guarantee: This software product has been carefully developed and manufactured to the highest quality standards. Please read carefully the instructions for loading which are included. If for any reason you have difficulty in running the program, and believe that the tape is defective, please return it directly to the following address:

Customer Services Dept.

Elite Systems Ltd.

Eastern Avenue,

Lichfield,

WS13 6RX, England

Telex 336130 ELITE G

Our Quality Control Department will test the product and supply an immediate replacement at no extra cost. Please note that this does not affect your statutory rights.

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